



GAME – BASED LEARNING (GBL) - AN INNOVATIVE TEACHING STRATEGY

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Teaching is a noble profession. Today teachers face a lot of challenges in the teaching-learning process. Merely the mastery of the subject is not enough but the emphasis is that a teacher must utilize innovative teaching strategies; to make her sessions effective.

Students today are exposed to various advanced technologies in all walks of life. Therefore it becomes mandatory for teachers to utilize creative teaching strategies to make the classroom teaching more effective and the nursing teachers are not exempted from this.

Gaming in education is one such teaching strategy that motivates students and enhance their learning and cognitive skills. Game-Based Learning is a creative platform that allows nursing teachers to use technology and gaming in an appropriate way to enhance interest of students in nursing education.

What is Game-Based Learning or Gamification ?

It is applying gaming principles to nongame situations in order to motivate the learners.

Why to Gamify your classroom:

- 1) When playing games, its okay to lose.

Gaming provides a safe way to explore, try and fail repeatedly, without the stigma or anxiety attached to exams or grades. Students can make trial and error until they retain the information completely. Gaming enhance productive learning in a non-punitive environment.

It also helps teachers to identify how students approach a problem, deal with frustrations and brainstorm solutions.

- 2) Game playing encourages collaborative, peer validation. Teachers are able to prompt more introverted students to speak-up and connect with students who are otherwise difficult to encourage.
- 3) Gaming significantly motivates low-performing students and improves their mastery of both academic content and skills such as critical thinking and communication.
- 4) Use of game in education helps learners to integrate theory into practice.
- 5) Gaming fosters critical-thinking, Decision making skills in students and proposes them to become a better nurse in practical settings.

What are the games that can be implemented in your classroom ?

- 1) Competitions
- 2) Roleplay
- 3) Story telling
- 4) Buzz word
- 5) Dice and Cards
- 6) Treasure hunt/Scavenger hunt
- 7) Word trivia games
- 8) Awarding students with rewards/badges

How to implement games in classroom ?

For example, if a teacher wants to teach Empathy to the students, she/he can ask the students to play the role of a patient where they are able to perceive different levels of comfort, which encourages the development of insight into the meaning of empathy.

Thereby the goals of the empathy lesson is achievable within a creative game based learning environment.

- To induce Critical Thinking among the students, **BUZZWORD** can be used.

For Example, when a buzzword like “fat-free” is used, for a common man it is about any thing that helps to reduce fat, eg. weight loss whereas in a academic

group “fat-free” may include words like apple, millets etc. Buzzword can be used for nursing students to “think out of the box”

- **STORY TELLING** is description of events with a point or relating a series of events which help students to articulate their thoughts and feelings. Eg. patient's history collection.
- In **DICE AND CARDS** game, students are asked to roll the dice and draw cards to create different patient's scenarios that change throughout the gameplay. The instructor facilitates play by asking questions and encouraging students to think through various situations.
- **TREASURE HUNT/SCAVENGER HUNT** can be used for clinical orientation among novice nurses. For Example, students can be given a list of items and can be asked to make a note of where it will be found. Eg .Patient medications, Thermometer, Catheterization tray, IV medication, Iv bags and tubings and so on.
- **WORD TRIVIA** games is a brain storming game where a teacher can use.
- Daily Jumble –unscramble the words to complete the comic.
- Up and down words
- Sudoku
- Solving a puzzle
- Word Roundup-Lasso the words that fit the clues and solve the puzzle.

AWARD STUDENTS WITH REWARDS /BADGES:

Here a teacher can set a goal of 80% of the class passing an exam. As a reward, give the entire class bonus points or even a party. This help students to master the material together instead of competing, and the highest achieving students will help others.

RESEARCH ABOUT GAMING IN NURSING EDUCATION:

A research was conducted by Dr. Wendy Abigail PhD. RN BN (Hons) School of Nursing and midwifery ,Flinders University, South Australia about “ Use of Games in Face-to-Face classroom teaching in Nursing and Midwifery Education”. The study concluded that gaming was a useful strategy for nursing/midwifery. The Educators were keen to incorporate or adapt these creative and innovative teaching practices into their classrooms but had to deal with little constraints. Feedback of students participating in games as part of their learning is reported to be positive.

Another study conducted by Blakely G, et al J Adv Nurs 2009 on “ Educational Gaming in the health sciences : Systematic review” found that both traditional didactic methods and gaming have been successful in increasing student knowledge. The use of games generally enhances student enjoyment and may improve long term retention of information.

Sadaf. S. Murah, Faculty of Nursing, University of Alberta, Edmonton, Alberta, Canada conducted a study on “Brain Involvement in the use of games in nursing education” found that gaming techniques help nursing instructors to accommodate different types of learning styles to address student's diverse learning needs. Appropriate use of gaming pedagogy in nursing curriculum will result in well – prepared nurse with admirable knowledge and skills.

The use of gaming is not a new phenomenon in nursing education, but yet it is in its infancy because of unfamiliarity of its appropriate use in academics. Faculty members should have basic knowledge of brain parts ,which need to be ,integrated appropriately for better outcome.

Let us look forward to exciting days ahead where education becomes interacting with both the teacher and student gaming to grow professionally.

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